ABSTRACT

Media processing methods, systems and application program interfaces (APIs) are described. In but one embodiment, a media engine component, also referred to as a media engine, provides a simple and unified way of rendering media from an origin to a destination of choice without requiring intimate knowledge about the underlying components, their connectivity and management. Clients of the media engine need not worry about how to render the particular media, but rather can simply focus on what media to render and where to render the media. In at least one embodiment, a media session is provided and is encapsulated by the media engine and provides a mechanism by which additional components are made transparent to the application and, in at least some embodiment, the media engine. In some embodiments, the media engine and media session provide a simple API for building, configuring, and manipulating a pipeline of components (e.g. media sources, transforms, and sinks) for media flow control between an origin and one or more destinations.